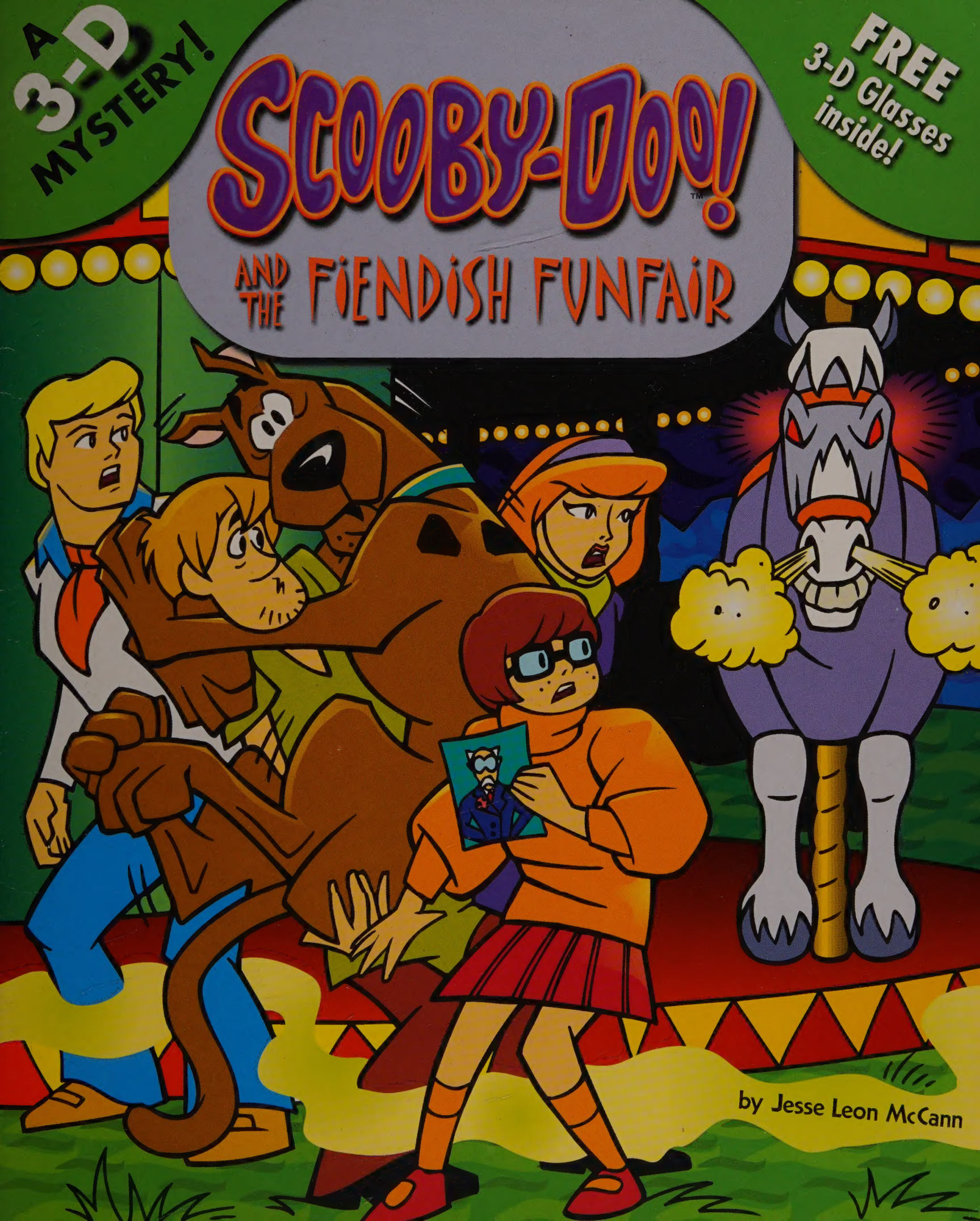
A 3-D MYSTERY!

SCOOBY-DOO!™ AND THE FIENDISH FUNFAIR

FREE 3-D Glasses inside!



by Jesse Leon McCann

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The gang from Mystery, Inc. stood at the gates of an abandoned fairground. They had come to solve the mystery of a missing jeweller.

Colonel Tom, the fairground's owner, explained, "I had to shut the place down. People think it's haunted!"

Velma had a picture of the missing jeweller. She pointed at a red rose on his lapel and then looked at the ground. "I spy our first clue!"

Fred pointed to a statue. "That cat creature looks almost real."

"It might be another clue," Daphne added. "C'mon, let's go inside!"

"Like, I don't think so," cried Shaggy. "This place is too scary!"

But then Shaggy and Scooby saw something inside that changed their minds. They hurried right in.

What did Shaggy and Scooby see that made them want to go in? Put on your 3-D glasses to find the answer. What clue was Velma talking about? Look at the cat creature. Do you think it's a statue?

Velma led the gang into the fun-house. It was a crazy place with secret passageways and strange rooms. As they walked through a hall of silly mirrors, Velma spotted another clue—somebody had dropped a precious ruby gemstone! She picked it up.

"The jeweller was carrying a briefcase full of rubies," Fred said excitedly. "He probably came this way!"

Shaggy and Scooby were laughing at their friends' reflections, until they saw their own! Suddenly they screamed and quickly ran away.

What scared Shaggy and Scooby? Your 3-D glasses will help you see what popped out and frightened them.

"Like, the pirate is right behind us," Shaggy shouted as they ran, "and I don't like the look of that hook!"

"Ruh-uh!" agreed Scooby.

The red-bearded pirate chased Shaggy and Scooby into the fun-house maze. It was easy to get lost there.

Arrows pointed every which way. Soon Shaggy was confused. "Like, which way is the right way out?"

With your 3-D glasses, you can follow the correct arrows and help our heroes find their way out of the fun-house!

Meanwhile, the rest of the gang had left the fun-house. Outside, they stopped to talk to a night watchman.

"I haven't seen anything unusual and I work here every night," the watchman told them. "But you're welcome to look around. Just stay out of the rides marked 'Danger'."

While the guard talked, Velma studied him. "There's something odd about this watchman!" she said.

"I wonder where Shaggy and Scooby have gone?" asked Daphne. "They should be helping us solve this mystery!"

Put on your 3-D glasses. What did Velma notice about the guard that was unusual? Is it a clue? Can you see Shaggy and Scooby? Who were they running from?

"There's one of the closed rides," Daphne observed as she, Velma and Fred continued their investigation. "And I think I spot another clue!"

"Right!" Velma agreed. "If the ride is dangerous, why did the careless sign painter go back in, dripping paint along the way?"

They decided to take a look inside. They went down a long, dark staircase, walking carefully, in case any of the stairs were missing or broken.

With your 3-D glasses, you can see the clue they're talking about. There are drops of paint leading down into the spooky ride. Would you go inside?

Inside the ride, the kids discovered a world of wonder—and another puzzle.

"Why would anyone set up an office in a dangerous ride?" Velma asked. "And what's in that chest?"

"Let's use the key on the table and find out!" Fred suggested as he unlocked the chest.

When they opened the chest, they found a big surprise—the missing jeweller had been locked inside! But before they had time to celebrate, something jumped out at them from behind!

With your 3-D glasses, it's easy to spot what jumped out. What was it? Look around. Do you see any other clues? On the table? On the floor? What do you think they mean?

"Like, our legs are moving, Scoob," Shaggy exclaimed, "but we're not going anywhere!"

"Ruh-roh!" Scooby cried.

Elsewhere in the park, Shaggy and Scooby were still trying to outrun the pirate. They jumped on a spinning carousel ride, but soon the pirate was gaining on them! Luckily Shaggy spotted the carousel's emergency brake lever.

"Like, hold tight, Scoob!" Shaggy warned. "I'm gonna pull the lever and see what happens!"

When Shaggy pulled the lever, the carousel instantly stopped. The pirate was flung into the air! He landed right on top of the cat creature who was chasing the rest of the gang. Both villains were knocked out!

There are some important clues on the carousel. Use your 3-D glasses to see them. Can you guess what they are?

"Colonel Tom and the security guard were in cahoots!" Velma said as they unmasked the cat creature and the pirate. "I had a hunch something was funny about the watchman's red shoes!"

"They kidnapped me and glued my rubies to the eyes of the carousel horses," the jeweller explained. "They were planning to smuggle the precious stones out of the country."

Daphne smiled. "But their plans were foiled, thanks to Shaggy and Scooby-Doo!"

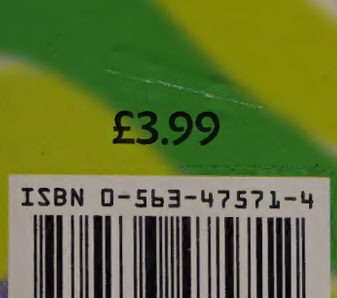
"Rooby-rooby-doo!" Scooby added happily.

And you were able to help, with your Scooby-Doo 3-D glasses!

A wealthy jeweller has vanished and a deserted funfair is coming alive with monsters. Ruh-roh! This sounds like a job for the gang at Mystery, Inc.! Shaggy, Scooby, Fred, Velma and Daphne are on the case – and so are you!

The clues will POP right out at you – just use your cool 3-D glasses!

£3.99



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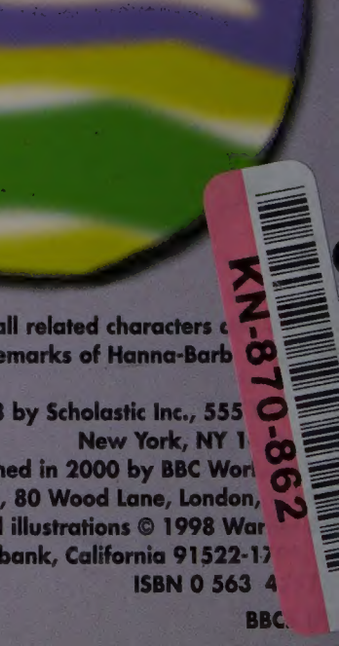
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